# COUNTY OF YORK DIVISION OF PARKS AND RECREATION ADULT VOLLEYBALL LEAGUE 2004 BY-LAWS

The Division of Parks and Recreation reserves the right to change or alter any rules or regulations that it deems necessary in order to conduct this league.

# Section 1 - Registration.

- 1. Registration for the winter 2004 season begins Jan. 20 for returning teams and Jan. 26 for new teams.
- 2. Each team may carry up to 12 players under contract. Team rosters must be turned in to the Division of Parks and Recreation in person and will not be accepted on the telephone or by mail.
- 3. Teams may add and/or delete players to their rosters in order to reach the player limit until March 14th However, players may not switch rosters in the same league at any time during the season. The first team a player legally plays for in their league, shall be that player's permanent team. All team rosters shall be considered frozen at 10:00 p.m. on March 14th.

## Section 2 - Uniforms and Equipment.

- 1. Uniforms are not required, but like shirts are recommended.
- 2. All persons on the playing court must wear non-skid shoes.
- The Division of Parks and Recreation shall provide all game balls. If teams want to provide a game ball, both coaches and game official must agree on it before it can be used.

## Section 3 - Practices and Games.

- 1. Teams shall be responsible for scheduling their own practices **before** the coaches meeting and any additional practices not already scheduled after the coaches meeting.
- 2. Parks and Recreation will schedule all matches at Dare Elementary; including regular and post-season.
- 3. The Division of Parks and Recreation shall determine home team.
- Game is forfeit time If a game is forfeited, the teams may use the court, but must be off the court 10 minutes prior to the next scheduled game. Referees will <u>not</u> officiate any "practice game" played during this time.

#### Section 4 - Inclement Weather Procedures.

 The Division of Parks and Recreation will make a decision as to whether or not to cancel scheduled matches because of inclement weather at <u>3:00 p.m.</u> Players and coaches may call the <u>Weather Hotline at 890-3852</u> to check on the status of their match.

#### Section 5 - General Rules.

- 1. The regular season will include matches match consisting of the best two out of three games. The first two games will consist of a 25 point game (must win by two), with no point cap. If a third game is needed, it will consist of one 15 point game (must win by two), with no point cap enforced. All three games in a match will have rally scoring. A rally game is where each serve won equals one point. The number of teams registered in the league will determine the number of matches. Matches, not games, will count in the standings. After each game in a match, teams will switch sides. Teams on the schedule provided by the Division of Parks and Recreation that are designated as "home team" will have the option of choosing side or serve at the beginning of the match.
- 2. <u>Time outs</u> Each team will be allowed two (2) thirty-second time outs per game. Unused time outs for each game **will not** be carried over to the next game.
- 3. <u>Substitutions/Player Insertion</u> Teams may substitute during any dead ball situation <u>only</u> at the service spot and after the referee has beckoned the players on and off the court. There are no limits to the number of substitutions a team may make during the game. Coed league, substitutions can <u>only</u> be made if a minimum of two (2) females and a maximum of three (3) males on the playing court is maintained. Court and lineup positions must be male/female alternated at time of service.
- 4. <u>Blocking</u>-Blocking an opponents serve is prohibited. Automatic 1 point to serving team.
- 5. The win-loss match record will decide final league standings during the season. If a tie occurs at the conclusion of regular season play, league champion and runners-up shall be decided by regular season head-to-head record. In case of a three way tie for first place in standings, head to head to head record will decide league champion and runners-up. In case a tie still exists, said positions shall be decided by a play-off matchs. The win-loss match record will determine ties for other positions. If a tie still exists, positions will be determined by head-to-head competition. If a tie still exists, tournament positions will be determined by a win-loss game record.

#### Section 6 - Protests.

1. All protests must be submitted in writing within 24 hours or the next business day to the Division of Parks and Recreation. Each protest must be accompanied by a \$25.00 fee as previously stated. (Exception: Player eligibility only, no protest fee). For a protest to be valid, the protesting coach must notify the referee and both the referee and protesting coach must sign the score sheet before the next serve. The opposing coach must be notified of the protest and is requested, but not required, to also sign the score sheet. Only a team's coach may protest. In cases when a manager is not present, the player acting as coach may protest. The scorekeeper should record the exact status of the game at the time of the protest. It is the responsibility of the protesting coach to make sure these procedures are followed.

2. Protests may address only misinterpretation of a rule, player eligibility, failure of a referee to apply the correct rule to a given situation, or failure to change the correct penalty/sanction for a given fault. **No protests will be accepted concerning the judgment of a referee.** 

## Section 7 - Playing Rules and Regulations.

The official current USAV, USA Volleyball playing rules shall govern all league play with exceptions and clarifications listed throughout these by-laws.

- 1. Each team will be allowed to play a maximum of six (6) players. If six or more rostered players are present, team coaches **must** start six players.
- 2. If a team starts the game with six (6) players, they may finish with no less than four (4). Once a team starts with six (6) players, they must continue with six (6) as long as substitutes are available. If a team drops from six (6) players because of injury, ejected players, etc., the vacated spot in the line-up, when advanced to the service area, will be declared a <u>SIDEOUT</u>. Coed league must always maintain a minimum of two (2) females and a maximum of three (3) males at all times. All players must keep their position relative to teammates or phantoms. Regardless of number of players on court, if there is only one male player in the front row, a back row male may move up to the front line after the serve is contacted and may only BLOCK NOT ATTACK balls completely above the net. The male player must return to his correct position prior to next serve.
- 3. No individual player may dispute a referee's call except for the designated coach, and only then if they do so in a sportsmanlike manner. Violations may result in suspension by the Division of Parks and Recreation.
- 4. Teams must submit to the official scorekeeper their teams starting line-up three (3) minutes prior to the start of each game. There will be a three (3) minute intermission between games. If a team cannot field enough players to begin the first game, that game will be declared a forfeit. The second game of the match will begin ten (10) minutes after the first game has been declared a forfeit.
- 5. If a ball is hit <u>more</u> than one (1) time on a team's side of the court, than at least one (1) female **must** touch the ball.

### **Section 8 - General Conduct.**

- 1. There will be absolutely no smoking or eating inside the school gym. Water fountains are available and water & sports drinks are allowed in area outside the gym doors. No food or drink inside the gymnasium.
- 2. Players may bring their families or guests to the gymnasium. All spectators must sit in the chairs opposite the player benches. Please do not bring unsupervised children to games.
- 3. Gym supervisors, appointed by the Division of Parks & Recreation have the authority to discharge any person who behaves unfavorably.